

## **Abstract**

A method for controlling diffusive game, comprising: a diffusive space being comprised of a plurality of regions; a plurality of variables for being put into the regions of the diffusive space and producing actions in the regions; wherein  
5 each variable has an internal value, so that each variable has its own mode according to the internal value; and a diffusive data processing unit for performing a relational operation on the internal value of the variables in the diffusive space and the regions, and also produces diffusive operations. The method for controlling diffusive game according to this invention sets a region  
10 in the diffusive space as the triggering region and a specific action on a variable as the triggering action. When the player drives the variable to produce a triggering action, a diffusive data processing unit bases on the triggering region as the starting point to diffuse and transmit to each adjacent region according to the diffusive direction, and complete the diffusion and relational operation of  
15 the variable.